Wii™

Chicken Blaster

ZOO

INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, and this may occur while they are watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition, should consult a doctor before playing a video game.
- Parents should watch their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo, Wii and the Official Seal are trademarks of Nintendo. © 2006 Nintendo.

Licensed by Nintendo

⚠ CAUTION: WRIST STRAP USE

Please use the wrist strap to help prevent injury to other people or damage to surrounding objects or the Wii Remote in case you accidentally let go of the Wii Remote during game play.

Also remember the following:

- ***Make sure all players put on the wrist strap properly when it is their turn.***
- ***Do not let go of the Wii Remote during game play.***
- ***Dry your hands if they become moist.***
- ***Allow adequate room around you during game play and make sure that all areas you might move into are clear of other people and objects.***
- ***Stay at least three feet from the television.***
- ***Use the Wii Remote Jacket.***

SYSTEM MENU UPDATE

Please note that when first loading the Game Disc into the Wii console, the Wii will check if you have the latest system menu, and if necessary a Wii system update screen will appear. Press OK to proceed.

CONTENTS

Introduction 5

Getting Started 5

Game Modes 5

Controls 6

Wii Zapper 6

Options 7

Credits 8

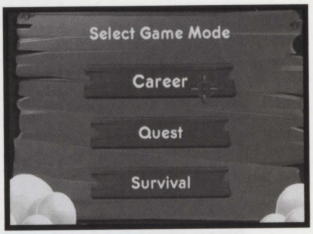
INTRODUCTION

Chicken Blaster is a fun cartoon shooter. The goal of the game is to shoot the moving targets (flying chickens) for points. The player must use the Wii Remote™ to aim the weapon and use the B Button to fire. There are 6 different weapons to choose from and several background objects the player can demolish throughout the game. The action takes place through various levels from The Farm to The Barn to The Castle, and more…

GETTING STARTED

To start a game, please put the Chicken Blaster Game Disc in the Disc Slot and the power will turn on. Follow the instructions displayed on the screen.

GAME MODES



The game play modes split into the following groups:

1) CAREER
2) QUEST
3) SURVIVAL

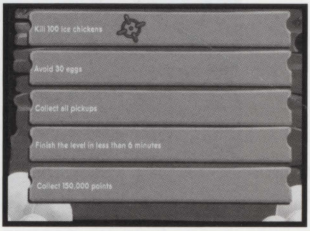
Once a level is unlocked in the CAREER mode, it becomes available for additional play through the quest-based mode as well as in the survival mode.

The SURVIVAL mode allows continuous play through levels unlocked in the CAREER mode for extra score boost. While the massive chicken invasion is endless, the level of the chicken's aggression is increased in the SURVIVAL mode (more eggs are being thrown at the player).

The list of quests available in the Quest Mode:

- Kill 90 chickens in less than 1:30 minutes
- Finish the level in less than 2 minutes
- Finish the level using only the pistol
- Shoot 30 eggs
- Shoot all the destructible objects
- Avoid 20 eggs
- Collect 50,000 points
- Kill 40 helicopter chickens
- Finish the level with at least 70% health
- Shoot 30 eggs using the Uzi
- Collect 15,000 points in less than 2:00 minutes
- Kill 50 concealed chickens
- Collect all pickups
- Finish the level with at least 75% of health
- Shoot 40 eggs
- Kill 100 ice chickens
- Avoid 30 eggs
- Shoot all the destructible objects
- Finish the level in less than 6 minutes
- Collect 150,000 points
- Kill 100 chickens in less than 1:30 minutes
- Shoot 20 eggs using the machine gun
- Collect 20.000 points in less than 1:30 minutes
- Finish the level using only the pistol
- Finish the level with at least 80% of health
- Finish the level in less than 5 minutes

- Avoid 30 eggs
- Collect 100,000 points
- Collect all pickups
- Kill 30 keeper chickens
- Shoot all the destructible objects
- Kill 200 chickens in less than 1:30 minutes
- Shoot 5 eggs using the fireworks
- Kill 25 village chickens
- Kill 400 chickens
- Collect 350,000 points
- Avoid 30 eggs
- Kill 150 chickens in less than 2:00 minutes
- Finish the level with at least 85% of health



The HIGH SCORE tables reveal points of the Single and Multiplayer games across all the game play modes.

There are 6 different weapons available during the game play. The player starts on the first level with the Pistol only. There is unlimited ammo for the Pistol, and a limited number of rounds for the rest of the weapons. Also players can use grenades to clear their way through the levels.

CONTROLS

To play the game in Single Player mode use one Wii Remote only. Alternatively any gun accessory can be used for increased shooting experience.

A Button – Reload / Go back in Menu
B Button – Fire / Accept in Menu
+Control Pad Up – Proceed to the next zone
+Control Pad Left & Right – Select weapon

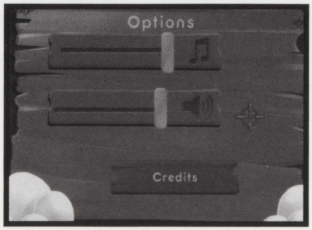
Wii ZAPPER

The Wii Zapper is a peripheral to which the Wii Remote and Nunchuk™ are both attached for operation. The Wii Zapper can be used to control the Chicken Blaster game in both Single and Multiplayer modes. Two Wii Zappers (or similar accessories) are needed for the Multiplayer game play mode.

Make sure that the Wii Remote and Nunchuk are attached to the Wii Zapper before the loading Chicken Blaster. Observe an in-game Wii Zapper usage screen that shows users how to properly use the Wii Zapper. Chicken Blaster is designed to be controlled either with the Wii Zapper or with just the Wii Remote.

OPTIONS

In the Options Menu, the player is able to adjust the music and sound effects volume.



CREDITS

Developed by FRONTLINE Studios, LLC

President
Marcin Michel
CEO
Jakub Goryszewski
CTO
Krzysztof Maliński
COO
Brian Dreyer
Producer
Kamila Szweda
Programmers
Sławomir Pawłowski
Sobiesław "gwyhyr" Gabara
Karol Warkoczewski
Piotr "rzuf" Skrzypczyński
Michał "Gawi" Gawinecki
Sebastian Łaskawiec
Piotr Jagusiak
Marcin Joppek
Special effects
Sobiesław "gwyhyr" Gabara
Michał "Gawi" Gawinecki
Art Director
Wojciech Michalski
3D Artists
Wojciech Michalski
Piotr Adamczyk
Michał Janiszewski
Krzysztof Mąka
2D Artist
Marcin Goldyszewicz
Wojciech Michalski
Animation Artist
Piotr Adamczyk
Sebastian Osika
Concept Artist
Marcin Goldyszewicz
Wojciech Michalski
Music and sfx
Marcin Przybyłowicz
Arkadiusz Reikowski
Scripters
Marcin Drzewiecki
Michael Dreyer
Adam Walczak
Testers
Sebastian Kwalan
Szymon Kaźmierczak
Roland de Grabla Mściszewski

© 2009 ZOO PUBLISHING, INC. ALL RIGHTS RESERVED

Produced by ZOO PUBLISHING, INC.

CEO
Mark E Seremet
Vice President of Product Development
Pierre Roux
Director of Marketing and Public Relations
Alison Kain
Senior Producer
Alvin Muolic

ZOO PUBLISHING, INC. 90 DAY WARRANTY

ZOO PUBLISHING, INC. (ZOO) warrants to the original purchaser only of this ZOO software product that the medium on which this software program is recorded Is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This ZOO software program is sold "as is", without express or implied warranty of any kind, and ZOO is not liable for any losses or damages of any kind resulting from use of this program. ZOO agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any ZOO software product, postage paid, with proof of date of purchase, at its Factory Service Center. Replacement of the game disc, free of charge to the original purchaser (except for the cost of returning the game disc) is the extent of our liability. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the ZOO software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ZOO. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ZOO BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ZOO PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state. This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-emptied. Repairs/Service after expiration of Warranty - If your game disc requires repair after expiration of the 90-day warranty period, you may contact the Consumer Service Department at the number listed below. You will be advised of the estimated cost of repair and the shipping instructions.

www.zoogamesinc.com

ZOO PUBLISHING, INC. Consumer Service Dept. 1-866-663-2510

3805 Edwards Road, Suite 605, Cincinnati, OH 45209

NOTES

Zoo Publishing, Inc.
3805 Edwards Road, Suite 605
Cincinnati, OH 45209
1-866-663-2510
www.zoogamesinc.com

PRINTED IN USA